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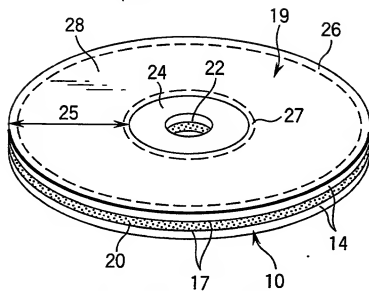


FIG. 1

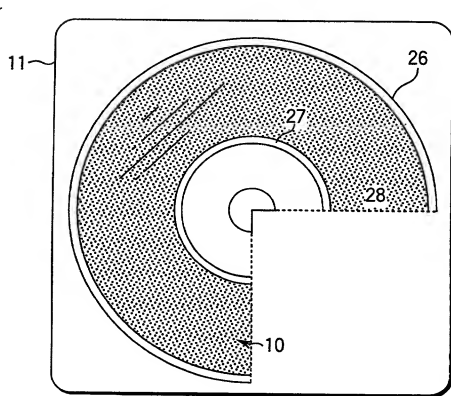
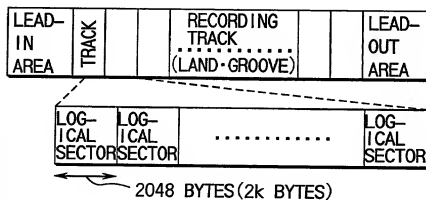


FIG. 2



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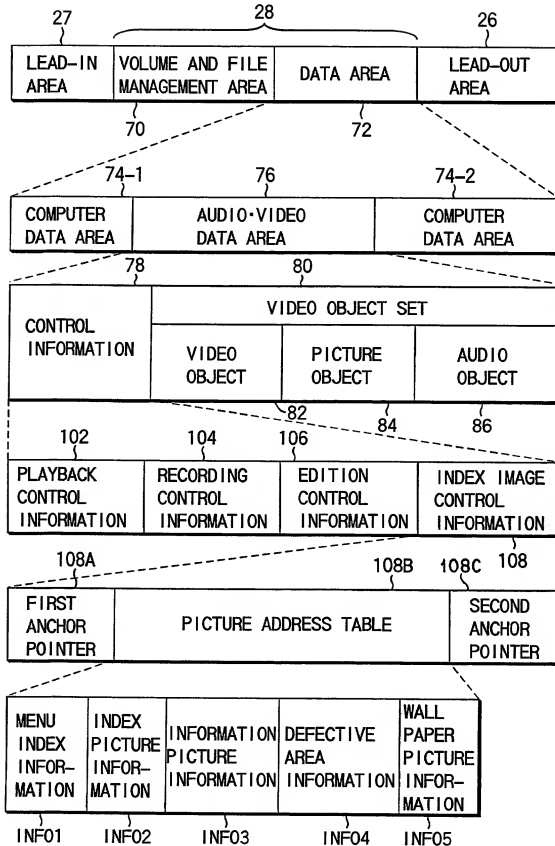


FIG. 3

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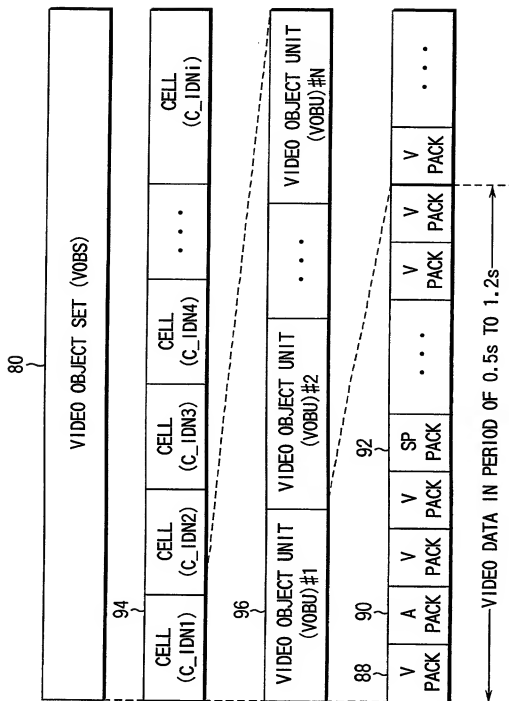


FIG. 4

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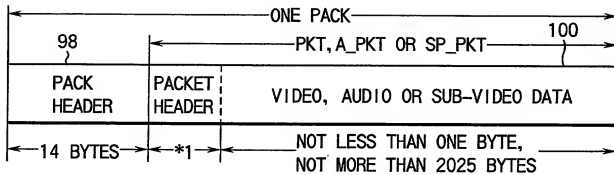


FIG. 5

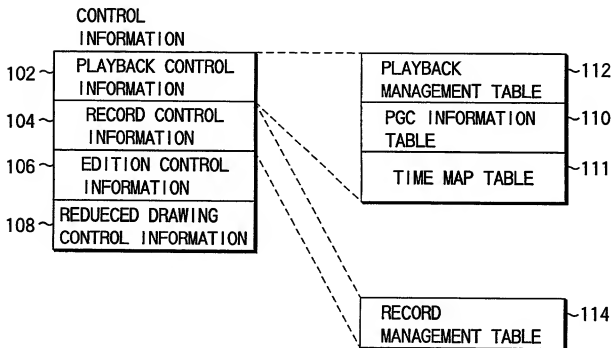


FIG. 6

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PLY_MAT

RBP		CONTENTS	NUMBER OF BYTES
0 TO 11	ID	IDENTIFIER	12 BYTES
12 TO 15	VOBS_SA	START ADDRESS OF VOBS	4 BYTES
16 TO 19	VOBS_EA	END ADDRESS OF VOBS	4 BYTES
20 TO 23	CTLI_EA	END ADDRESS OF CTLI	4 BYTES
24 TO 24	PLYCI_EA	END ADDRESS OF PLYCI	4 BYTES
25 TO 28	CAT	CATEGORY	4 BYTES
29 TO 30	V_ATR	VIDEO ATTRIBUTE	2 BYTES
31 TO 32	AST_Ns	AUDIO STREAM NUMBER	2 BYTES
33 TO 34	AST_ATRT	AUDIO STREAM ATTRIBUTE TABLE	2 BYTES
35 TO 36	SPST_Ns	SUB-VIDEO STREAM NUMBER	2 BYTES
37 TO 38	SPST_ATRT	SUB-VIDEO ATTRIBUTE TABLE	2 BYTES
39 TO 39	USER MENU EXIST FLAG	FLAG INDICATING PRESENCE/ABSENCE OF USER MENU FILE 01: PRESENCE OF FILE, 00: NO FILE	1 BYTE
40 TO 40	MAIN PCG NUMBER	PGC NUMBER OF TYPICAL REDUCED IMAGE	2 BYTES
41 TO 44	RESERVED	RESERVATION	4 BYTES
45 TO 45	PLAY_END FLAG	FLAG INDICATING END OF PLAYBACK 0: NOT YET PLAYED BACK 1: ALREADY PLAYED BACK	1 BYTE

FIG. 7

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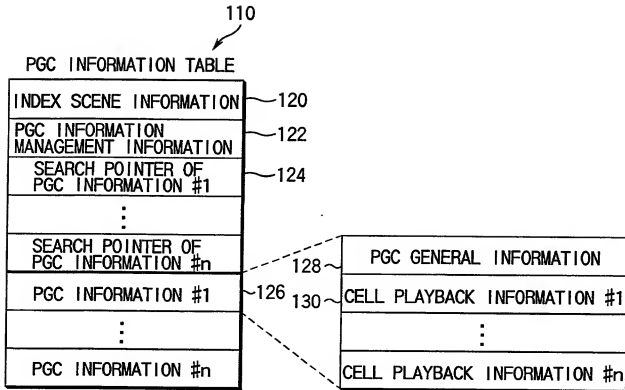


FIG. 8

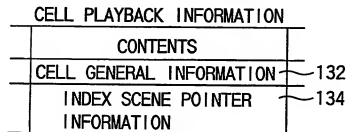


FIG. 9

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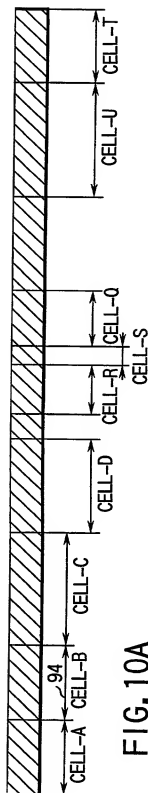


FIG. 10A

PGC#1

NUMBER OF CONSTRUCTION CELLS=3	
#1	CELL-A
#2	CELL-B
#3	CELL-C

PGC#2

NUMBER OF CONSTRUCTION CELLS=3	
#1	CELL-D
#2	CELL-E
#3	CELL-F

PGC#3

NUMBER OF CONSTRUCTION CELLS=5	
#1	CELL-Q
#2	CELL-R
#3	CELL-S
#4	CELL-T
#5	CELL-U

FIG. 10B

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PGC_MAI

RBP	CONTENTS	NUMBER OF BYTES
0 TO 3	END ADDRESS OF PGC_I_TABLE	4 BYTES
4 TO 7	END ADDRESS OF PGC_MAI	4 BYTES
8 TO 11	START ADDRESS OF PGC_SRP	4 BYTES
12 TO 15	END ADDRESS OF PGC_SRP	4 BYTES
16 TO 19	START ADDRESS OF PGC_I	4 BYTES
20 TO 23	END ADDRESS OF PGC_I	4 BYTES
24 TO 25	TOTAL NUMBER OF PGCs	2 BYTES

FIG.11

REC_MAT

RBP	CONTENTS	NUMBER OF BYTES
0 TO 3	END ADDRESS OF REC_I	4 BYTES
4 TO 7	END ADDRESS OF REC_MAT	4 BYTES
8 TO 11	SPACE CAPACITY	4 BYTES
12 TO 12	FLAG OF PERMANENT STORAGE 0:FREE 1:PERMANENT STORAGE	1 BYTE

FIG.14

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PGC_GI

RBP		CONTENTS	NUMBER OF BYTES
0 TO 3	PGC_CNT	PGC CONTENTS	4 BYTES
4 TO 7	PGC_PB_TM	PGC PLAYBACK TIME	4 BYTES
8 TO 23	PGC_AST_CTLT	PGC AUDIO STREAM CONTROL TABLE	16 BYTES
24 TO 151	PGC_SPST_CTLT	PGC SUB-AUDIO STREAM CONTROL TABLE	128 BYTES
152 TO 159	PGC_NV_CTL	PGC NAVIGATION CONTROL	8 BYTES
160 TO 223	PGC_SP_PLT	SUB-VIDEO PALLET TABLE	64 BYTES
224 TO 225	PGC_PGMAP_SA	START ADDRESS OF PROGRAM TABLE	2 BYTES
226 TO 227	CELL_PLY_I_SA	START ADDRESS OF CELL_PLY_I	2 BYTES
228 TO 229	CELL_Ns	NUMBER OF CELLS USED	2 BYTES
230 TO 230	PGC MENU DATA EXIST FLAG	FLAG INDICATING PRESENCE/ABSENCE OF USER MENU DATA 01: PRESENCE OF DATA, 00: NO DATA	1 BYTE
231 TO 234	RESERVED	RESERVATION	4 BYTES
235 TO 235	PLAY_END FLAG	FLAG INDICATING END OF PLAYBACK 0: NOT YET PLAYED BACK 1: ALREADY PLAYED BACK	1 BYTE
236 TO 236	ARCHIVE FLAG	FLAG OF PERMANENT STORAGE 0: FREE 1: PERMANENT STORAGE	1 BYTE

FIG.12

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CELL_PLY_I				NUMBER OF BYTES
RBP	CAT	CONTENTS		
0 TO 3	C_CAT	CATEGORY OF CELL		4 BYTES
4 TO 7	C_PBTM	PLAYBACK TIME OF CELL		4 BYTES
8 TO 8	PLAY_END_FLAG	FLAG INDICATING END OF PLAYBACK 0: NOT YET PLAYED BACK 1: ALREADY PLAYED BACK		1 BYTE
9 TO 9	ARCHIVE_FLAG	FLAG OF PERMANENT STORAGE 0: FREE 1: PERMANENT STORAGE		1 BYTE
10 TO 12	CELL_SA(1072)	START ADDRESS OF CELL		4 BYTES
13 TO 16	CELL_EA(1073)	END ADDRESS OF CELL		4 BYTES
17 TO 20	CELL_PLY_I_EA	END ADDRESS OF CELL_PLY_I		4 BYTES
21 TO 24	1ST_INDEX_PT	INDEX SCENE POINTER ADDRESS -1		4 BYTES
;	;	;		
;	;	;		
;	;	;		
n TO n+4		INDEX SCENE POINTER ADDRESS -M		4 BYTES

FIG. 13

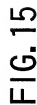


FIG. 15

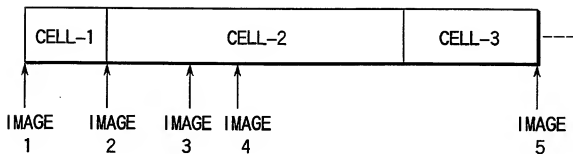


FIG. 16

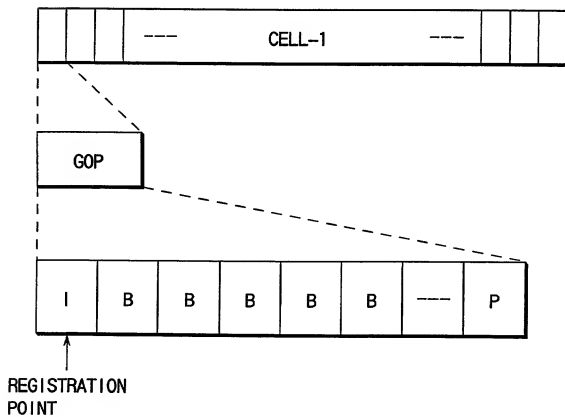


FIG. 18

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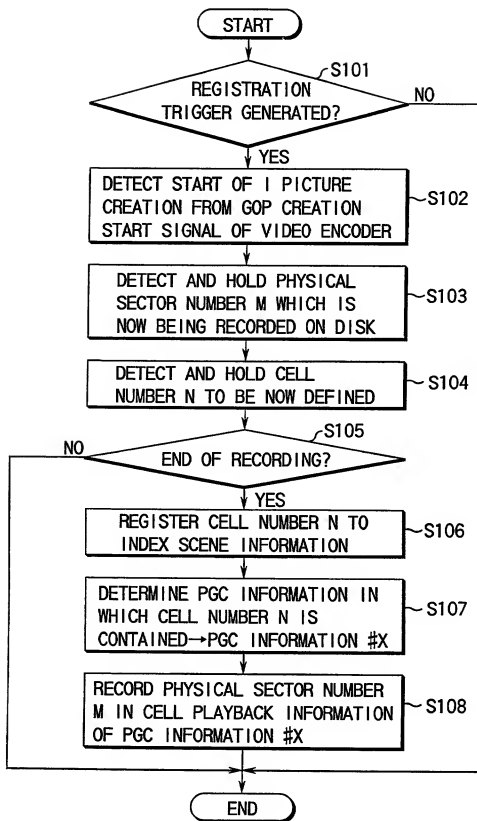


FIG. 17

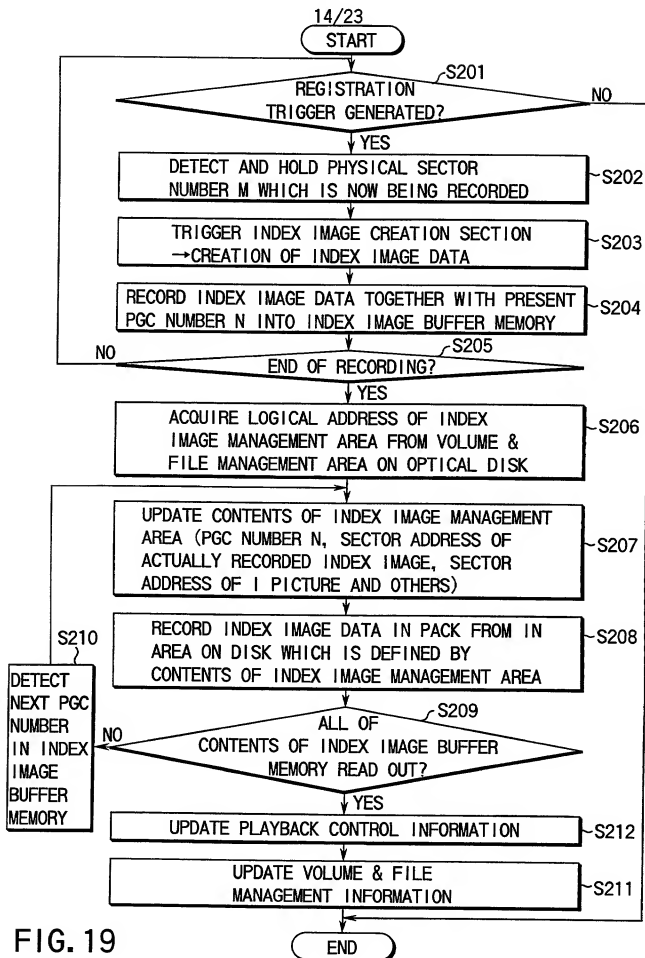


FIG. 19

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FIRST ANCHOR POINT → a, p, b, q

a

PICTURE ADDRESS TABLE

MENU INDEX INFORMATION

NUMBER OF INDEX PICTURES	j
NUMBER OF INFORMATION PICTURES	L
NUMBER OF DEFECTIVE AREAS	m
NUMBER OF WALL PAPER PICTURE REGISTRATION SHEETS	r

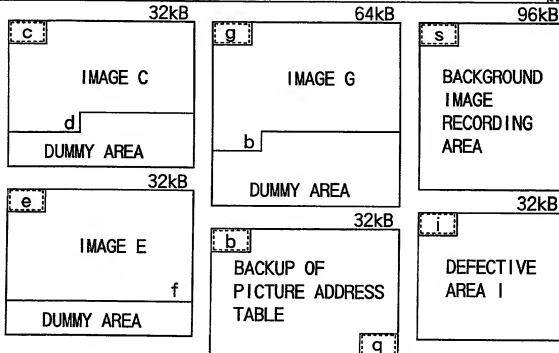
CORRELATION TABLE BETWEEN PGC AND INDEX IMAGE RECORDING POSITION

PGCN	PTS	HEAD ADDRESS=c	NUMBER OF SECTORS USED
IMAGE SIZE X,Y	ADDRESS TO ORIGINAL FILE		SEARCHING TXTDT :40byt
PGCN	PTS	HEAD ADDRESS=e	NUMBER OF SECTORS USED
IMAGE SIZE	ADDRESS TO ORIGINAL FILE		SEARCHING TXTDT :40byt
PGCN	PTS	HEAD ADDRESS=g	NUMBER OF SECTORS USED
IMAGE SIZE X,Y	ADDRESS TO ORIGINAL FILE		SEARCHING TXTDT :40byt
HEAD ADDRESS I OF DEFECTIVE AREA			NUMBER OF SECTORS USED
WALL PAPER PICTURE REGISTRATION NUMBER	HEAD ADDRESS s		NUMBER OF SECTORS USED

SA=HEAD ADDRESS

32k×N bytes

p



SECOND ANCHOR POINT → a, p, b, q

FIG. 20

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DESCRIPTOR	CONTENTS	NUMBER OF BYTES
FIRST ANCHOR POINTER (32 KBYTES) FOR PICTURE ADDRESS TABLE		
	PICTURE ADDRESS TABLE START POSITION (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE)	2
	PICTURE ADDRESS TABLE END POSITION (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE)	2
	START POSITION OF BACKUP OF PICTURE ADDRESS TABLE (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE)	2
	END POSITION OF BACKUP OF PICTURE ADDRESS TABLE (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE)	2
	PADDING	32k-8
PICTURE ADDRESS TABLE (32 KBYTES×N)		
MENU INDEX INFORMATION		
	NUMBER OF INDEX PICTURES	2
	NUMBER OF INFORMATION PICTURES	2
	NUMBER OF DEFECTIVE AREAS	2
	NUMBER OF WALL PAPER PICTURES	1
INDEX PICTURE INFORMATION		
	CONTENTS CHARACTERISTIC=1:INDEX IMAGE INFORMATION ALREADY RECORDED (0:ONLY ADDRESS POINTER)	1
	ID OF INDEX PICTURE PGC	4
	TIME CODE OF INDEX PICTURE (TIME CODE OF INDEX PICTURE SPECIFYING POSITION)	4
	INDEX PICTURE START POSITION (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF PICTURE OBJECT FILE)	2
	NUMBER OF SECTORS USED FOR RECORDING INDEX PICTURE	1
	PICTURE SIZE (IMAGE SIZE:X,Y)	6
	ADDRESS OF INDEX PICTURE (1 PICTURE)	6
	TEXT DATA (SEARCHING)	40
INDEX PICTURE INFORMATION (CONTENTS ARE SAME AS ABOVE) (66 BYTES)		

FIG.21

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INDEX PICTURE INFORMATION (CONTENTS ARE SAME AS ABOVE) (66 BYTES)	
INDEX PICTURE INFORMATION (CONTENTS ARE SAME AS ABOVE) (66 BYTES)	
INFORMATION PICTURE INFORMATION (IMAGE SPECIFICATION ONLY BY ADDRESS)	
CONTENTS CHARACTERISTIC=0:ONLY ADDRESS POINTER	1
ID OF INFORMATION PICTURE PGC	
TIME CODE IN PGC CORRESPONDING TO INFORMATION PICTURE	
ADDRESS OF PGC CORRESPONDING TO INFORMATION PICTURE	
DEFECTIVE AREA INFORMATION	
WALL PAPER PICTURE INFORMATION	
NUMBER OF WALL PAPER PICTURES (REGISTRATION NUMBER OF BACKGROUND IMAGE)	1
WALL PAPER PICTURE START POSITION (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE OF WALL PAPER RECORDING HEAD POSITION)	2
NUMBER OF SECTORS USED IN AREA IN WHICH WALL PAPER PICTURE IS RECORDED	1
PADDING(FOR ATTAINING 32K×N BYTES IN PICTURE ADDRESS TABLE)	
SECOND ANCHOR POINTER (10 BYTES) FOR PICTURE ADDRESS TABLE	
PICTURE ADDRESS TABLE START POSITION (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE)	2
PICTURE ADDRESS TABLE END POSITION (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE)	2
START POSITION OF BACKUP OF PICTURE ADDRESS TABLE (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE)	2
END POSITION OF BACKUP OF PICTURE ADDRESS TABLE (LOGICAL SECTOR NUMBER FROM HEAD POSITION OF MENU FILE)	2

FIG. 22

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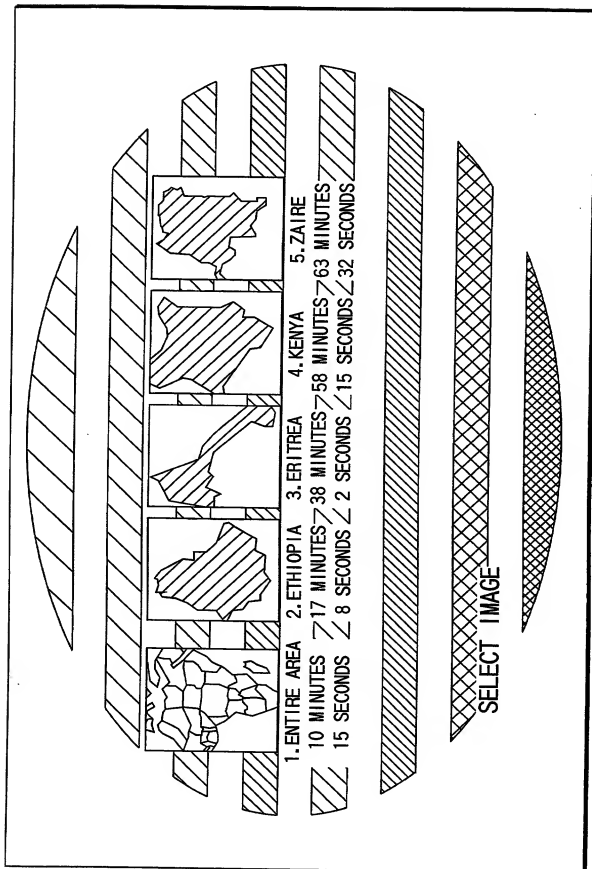


FIG. 23

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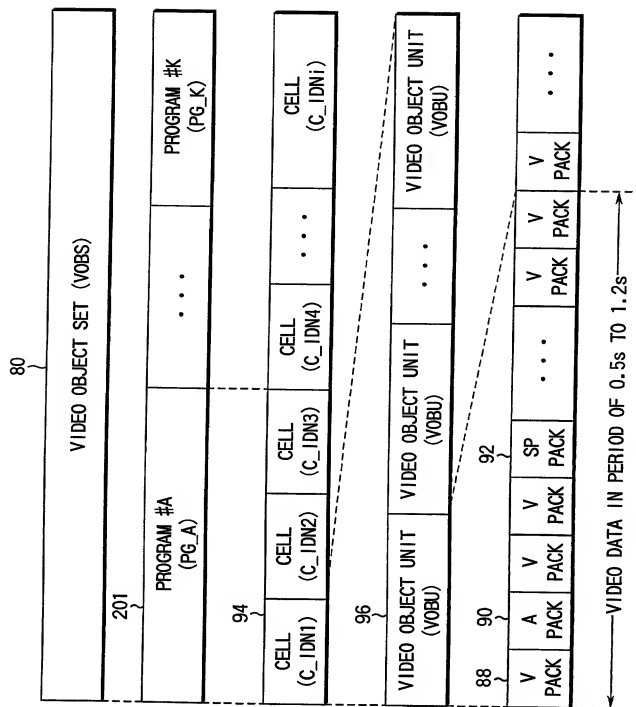


FIG.24

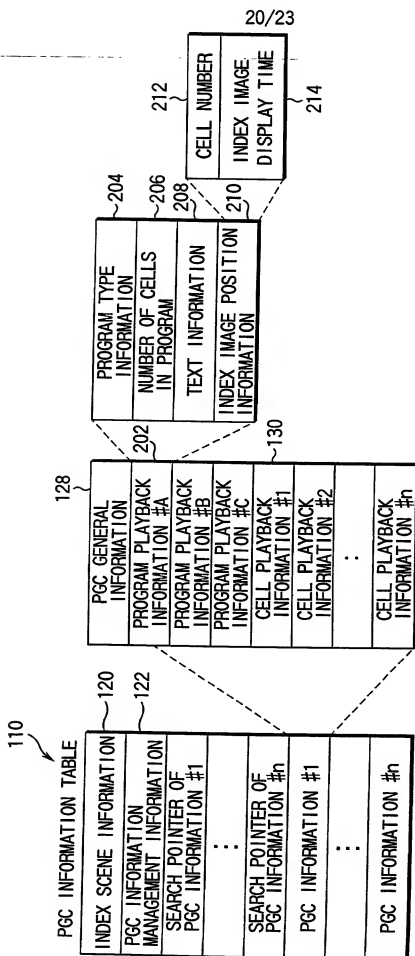


FIG. 25

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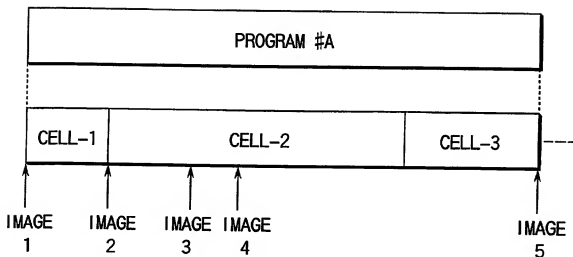


FIG. 26

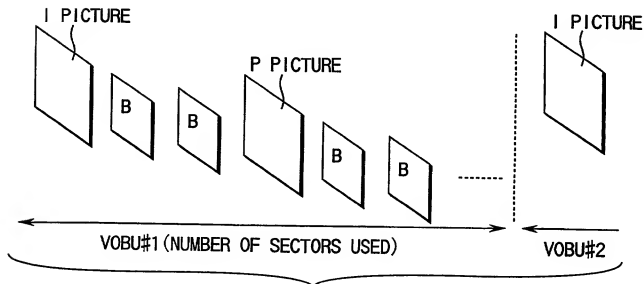


FIG. 28

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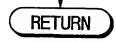


FIG. 27

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TIME MAP TABLE
NUMBER OF FIELD IN VOB#1
NUMBER OF DATA ITEMS OF VOB#1 (NUMBER OF SECTOR USED)
NUMBER OF FIELD IN VOB#2
NUMBER OF DATA ITEMS OF VOB#2 (NUMBER OF SECTOR USED)
⋮

FIG. 29

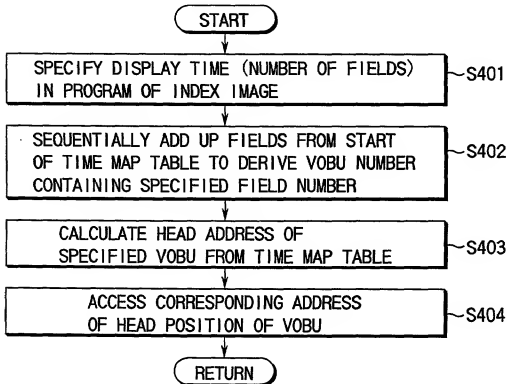


FIG. 30